IN THE CLAIMS

Please amend the claims as follows.

1   1.   (Currently Amended) A method of machine learning using a training

2   process to train a learning system, the method comprising:

3   presenting <u>multiple choice</u> queries to non-expert netizens over a network, the

4   netizens participating in the training process;

5   continually updating the system and refining the <u>multiple choice</u> queries based on

6   responses to the queries provided by the netizens.

1   2.   (Unchanged) The method of claim 1, wherein the system has certain

2   goals including accumulating data.

1   3.   (Unchanged) The method of claim 2, wherein at least one goal comprises

2   a goal selected from among the following: handwriting recognition, voice recognition,

3   building a database of queries to recognize an object, building a database of common

4   sense.

1   4.   (Unchanged) The method of claim 1, further comprising providing access

2   to a domain expert to resolve conflicts between the responses of netizens, if a conflict

3   arises.

1   5.   (Canceled)

1   6.   (Unchanged) The method of claim 2, wherein the goals of the system

2   evolve as the system is updated.

1 7.   (Unchanged) The method of claim 6, wherein the goals comprise a

2 plurality of intermediate goals, that change in response to the responses while

3 approaching a final goal.

1 8.   (Unchanged) The method of claim 7, wherein one of the plurality of

2 intermediate goals is to recognize a certain letter of the alphabet in handwriting.

1 9.   (Unchanged) The method of claim 7, wherein one of the plurality of

2 intermediate goals is to recognize a sound corresponding to a certain set of letters, in

3 context.

1 10.   (Unchanged) The method of claim 1, wherein setting up the system

2 comprises:

3   implementing a plurality of rules for presenting questions;

4   implementing an architecture for interacting with the netizens to enable netizens

5 e to access the system; and

6   generating a database for storing the responses.

1 11.   (Currently Amended) ~~The~~ A method of machine learning using a training

2 process to train a learning system ~~claim 10,further~~ comprising:

3   presenting queries to non-expert netizens over a network, the netizens

4 participating in the training process;

5   continually updating the system and refining the queries based on responses to

6 the queries provided by the netizens;

7   evaluating a reliability rating for each of the netizens; and

8   weighting the response of each of the netizens according to the reliability rating.

1   12.   (Canceled)

1   13.   (Currently Amended) ~~The~~ A system ~~of claim 12, further comprising~~

2 coupled to a network to present queries to and receive responses from a plurality of

3 netizens over the network, the system comprising:

4   a user interface to present the queries and receiving the responses;

5   a data aggregation logic to organize the responses;

6   a query formulation logic to formulate a next query based on the plurality of

7 responses to the last query; and

8   reliability evaluation logic to weight each response according to a reliability of the

9 netizen providing the response.

1   14.   (Currently Amended) ~~The~~ A system ~~of claim 12, further comprising~~

2 coupled to a network to present queries to and receive responses from a plurality of

3 netizens over the network, the system comprising:

4   a user interface to present the queries and receiving the responses;

5   a data aggregation logic to organize the responses;

6   a query formulation logic to formulate a next query based on the plurality of

7 responses to the last query; and

8   conflict resolution logic to resolve conflicts between responses provided by the

9 netizens using domain experts.

1   15.   (Unchanged) A method of data aggregation over a network comprising:

2   presenting a question to a plurality of participants over a network;

3   receiving responses to the question;

4   analyzing the plurality of responses to the question from the plurality of

5 participants; and

6   formulating a next question based on the plurality of responses; and

7   presenting the next question to the plurality of participants.

1   16.   (Unchanged) A method of interacting with a user comprising:

2   presenting a query to the user over a network;

3   receiving a response to the query from the user, the response transmitted to a

4 learning system;

5   informing the user of a result generated based on the response to the query,

6 such that the user is rewarded by being informed of the content and state of data being

7 gathered based on the response.

1   17.   (Currently Amended) A machine readable medium having stored thereon

2 data representing sequences of instructions, which when executed by a computer

3 system, cause said computer system to perform the steps of:

4   presenting multiple choice queries to non-expert netizens over a network, the

5 netizens participating in a training process of a learning system; and

6   continually updating the learning system and refining the multiple choice queries

7 based on responses to the queries provided by the netizens.

1   18.   (Unchanged) The machine readable medium of claim 17, wherein the

2 system includes a plurality of goals, and one of the goals is to accumulate data.

1   19.   (Currently Amended) A computer data signal embodied in a carrier wave

2 comprising:

3   a user interaction code segment to present queries to and receive responses

4 from netizens; and

5   a response evaluation code segment to evaluate the responses; and

6   a training code segment to update the system and refine the queries based on

7   the responses to the queries provided by the netizens;

8   evaluating a reliability rating for each of the netizens; and

9   weighting the response of each of the netizens according to the reliability rating.

1   20.   (Currently Amended) A system for implementing a training process

2   comprising:

3   a means for presenting queries to and receiving responses from non-expert

4   netizens over a network, the netizens participating in the training process;

5   a means for continually updating the system and refining the queries based on

6   the responses to the queries provided by the netizens; and

7   a means for rewarding the netizens for participation in training the system.

1   21.   (Unchanged) The system for training of claim 20, further comprising:

2   a means for storing the responses of the netizens; and

3   a means for weighting the responses of each netizens based on a reliability of

4   the netizen.

1   22.   (Canceled)

1   23.   (New) The method of claim 15, further comprising:

2   resolving a conflict between the plurality responses provided by the netizens

3   using domain experts, if the conflict arises.

1   24.   (New) The method of claim 15, further comprising:

2   evaluating a reliability rating for each of the netizens; and

3   weighting the response of each of the netizens according to the reliability rating.

1   25.   (New) The machine readable medium of claim 17, further comprising:

2   rewarding netizens for their participation in the training process